

**USE OF MASSIVELY MULTI-PLAYER ONLINE GAMES FOR  
COMPUTATIONALLY HARD PROBLEMS**

**ABSTRACT**

5        Systems and method of modeling computationally complex problems are  
provided. A first set of physical entities is mapped to a first set of entities in a  
massively multiplayer online game (MMOG). A second set of physical entities is  
mapped to a second set of entities in the massively multiplayer online game. Each  
player in the massively multiplayer online game manipulates members of the second  
10       set of entities to interact with the first set of entities in accordance with a quest  
defined in the massively multiplayer online game. A subset of members of the  
second set of physical entities corresponding to members of the second set of entities  
in the massively multiplayer online game having an outcome exceeding a preselected  
outcome is selected.

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